

Prevention Resource and Media Center (PRMC)

1237 West Divide Avenue, Suite 1D
Bismarck, ND 58501

Phone: 701-328-8919
Toll Free: 1-800-642-6744

E-mail: ndprmc@nd.gov
Web site: www.nd.gov/dhs/prevention



GAMES

&

KITS



CLEVER CATCH BALL

With an emphasis on drugs and alcohol, this ball is a great way to introduce the difficult topic of substance abuse to students. Includes more than 30 questions about how drugs and alcohol affect the body, relationships, and lifestyle.

Grades 5-8



TUMBLE 'N TEACH DICE

This inflatable cube is a great way to address the consequences of drug abuse. Players roll the cube and use both the word on the inside cube and the substance pictured on the outside cube to start a discussion. Can be used in small and large groups.

Grades 6-12



DRUGS ARE A LOSING GAME!

This fun and educational board game steers players away from drug and alcohol abuse while delivering a powerful message in an entertaining way. By showing the consequences of substance abuse—rehab, jail time, loss of possessions, and more—as well as the positive results of a sober lifestyle, the game encourages players to make smart decisions about drug and alcohol use.

Grade 3-Adult

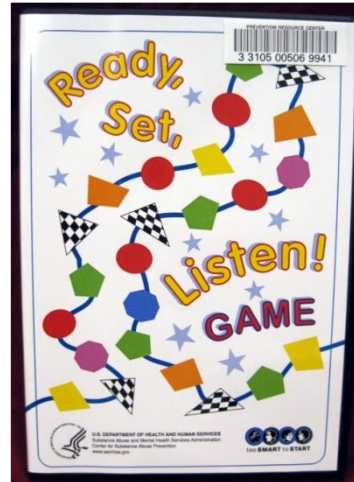




THE HIDDEN TREASURE OF ASSETS

This game teaches the 40 Developmental Assets and the consequences of risky behaviors in a fun, easy-to-use, board game format. Players read realistic, age-appropriate examples of assets and risk behaviors and respond to questions about how these concepts relate to their own lives.

Grades 3-6 and 7-12



READY, SET, LISTEN! GAME

Ready, Set, Listen test your knowledge and gets you thinking about various scenarios as you progress through the game. Designed to be played on a computer, Ready, Set, Listen allows players to choose their own character and has cool features that are sure to please players of all ages. With approximately 200 randomly selected questions, each session played provides a new learning opportunity for parents and children alike. This fun filled game will help parents influence their children's behavior to make smart choices and healthy decisions.

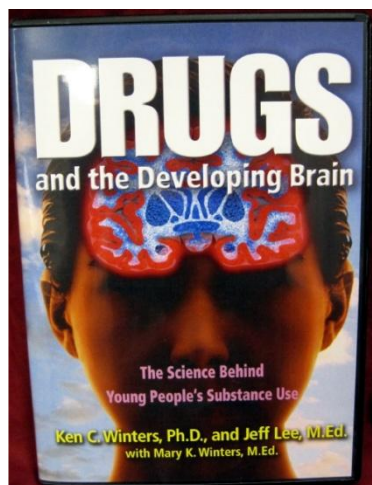
Grades 3-8



ORGAN TRAIL

To win the game, student posse teams need to call on all their knowledge about the effects of drugs and alcohol on the body, what addiction is and how it is treated, to capture the bandits.

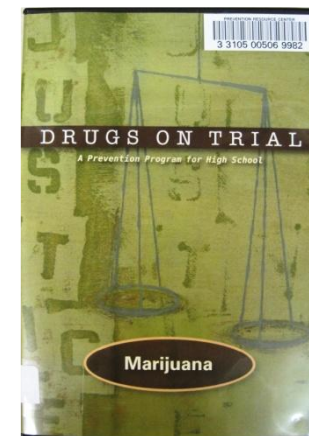
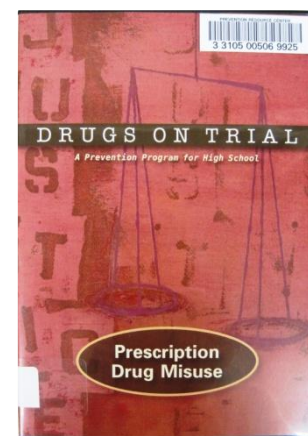
Grades 3-6



DRUGS AND THE DEVELOPING BRAIN CD-ROM

Drugs and the Developing Brain is a visually stimulating program for youth in middle school and high school. The CD-ROM contains a facilitator's guide, a PowerPoint presentation, and parent handouts that provide information about the brain and the neurobiology of addiction--all in an easy-to-understand format.

Grades 7-12



DRUGS ON TRIAL CD-ROM (PRESCRIPTION DRUG MISUSE & MARIJUANA)

Drugs On Trial addresses the dangers and consequences associated with prescription drug misuse/marijuana. This program includes the most current information regarding prescription drugs/marijuana as well as captivating storylines to enhance learning and keep students engaged and interested. The program includes an audio CD and a CD-ROM with facilitator's guide, prosecutor's files, reproducible materials, and parent information available in English and Spanish.

Grades 9-12





DRUGS, ALCOHOL, AND TOBACCO BINGO

Using the popular bingo format, this game is a great tool to help players learn the dangers of drugs, alcohol, and tobacco. Covers stimulants, depressants, tobacco, marijuana, hallucinogens, alcohol, and other drugs.

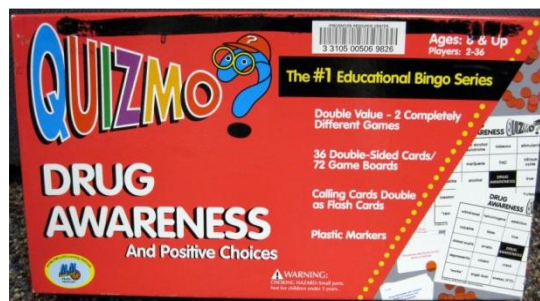
Grades 6-Adult



ALCOHOL PREVENTION BINGO

Each card in this unique version of Bingo contains a fact or idea to get players thinking about why they shouldn't use alcohol. The cards include information about why kids drink, alcohol myths and facts, the effects of drinking, the dangers of drinking and driving, and how to say no.

Grades 7-12



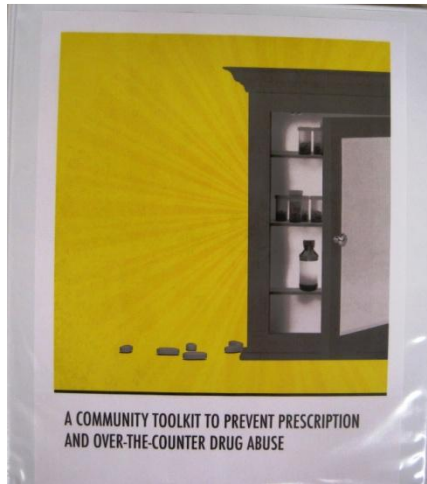
QUIZMO?

This two-in-one game builds awareness about drugs and the alternative choices people have when confronted with drugs.

Grades 3-12



**NORTH DAKOTA
PREVENTION**
RESOURCE AND MEDIA CENTER



COMMUNITY TOOLKIT TO PREVENT PRESCRIPTION ABUSE

This Community Toolkit will provide you with what you need to know and do to launch a comprehensive community campaign targeting prescription and OTC drug abuse. It includes PowerPoint presentations for adult and teen audiences; fact sheets for distribution to retailers, healthcare providers, schools, and parents/caregivers; handouts that can be revised to reflect YOUR community information; information to assist in hosting town hall meetings and implementing a “Clean Out Your Medicine Cabinet” campaign; and information to assist in developing a Prescription/Over-the-Counter Drug Abuse Prevention Coalition/Task Force, including suggestions of key stakeholders to invite.



3-IN-1 PREVENTION GAME

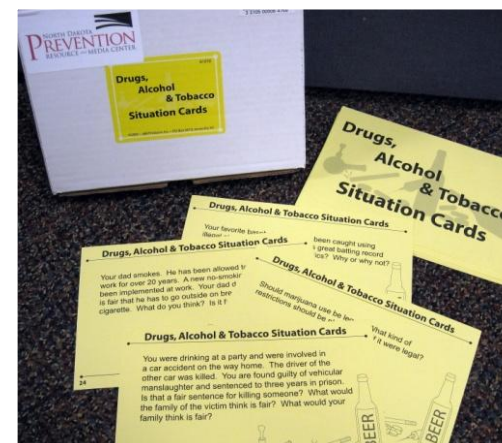
This game discusses alcohol, meth, marijuana, and other drugs, and is 3 games in 1 – Drug Jeopardy (all drugs); Grow Up or Throw Up (alcohol); and You Use It, You Lose It (marijuana). Providing youth with accurate information is essential, and these games provide a fun and interactive prevention vehicle that can be used in a variety of settings. Classrooms may be divided into teams to play the game which further encourages youth to work and problem solve as a group. The cloth board game is designed to be hung or taped on a wall. Great for schools, youth organizations, and church youth groups.



KIDS' DAILY DILEMMAS

Get kids and teens thinking and talking with these fun-filled cards for conversation, reflection or play! This unique format, with bite-sized content, encourages individuals to: promote social skills, critical thinking, creative writing, positive attitudes, good manners, compassion, organization and more. Tackle one of the 101 challenges in this jar to develop positive decision making.

Grades 3 - Adult

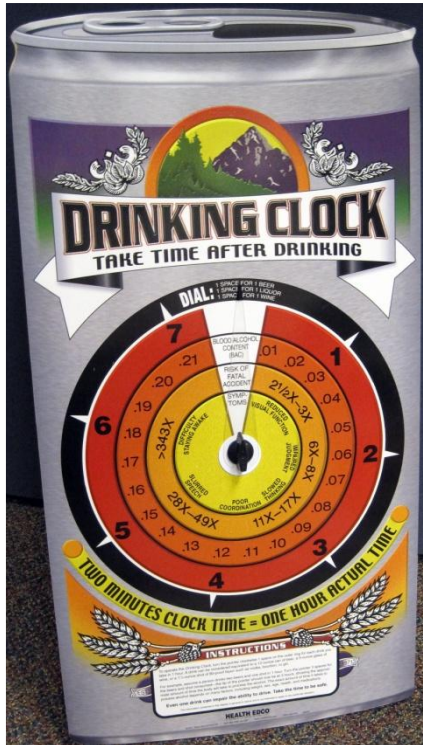


DRUG, ALCOHOL, & TOBACCO SITUATION CARDS

These 50 situation cards present real-life dilemmas, allowing players to discuss and explore appropriate resolutions. The variety of situations described does not necessarily have a "right" answer. Cards can be used by individuals as well as small or large groups.

Grades 6-12

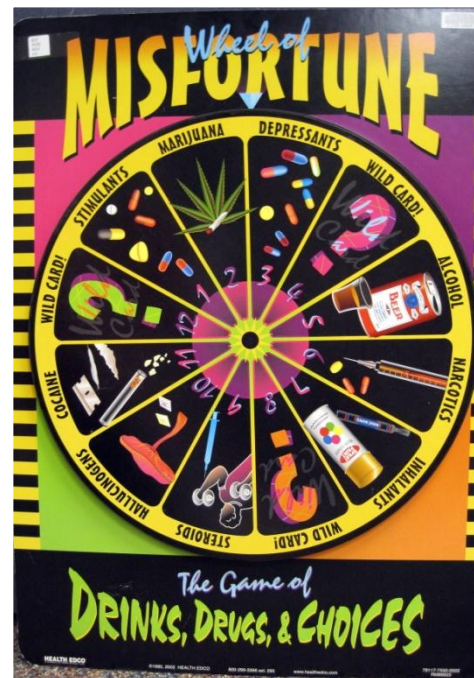




DRINKING CLOCK

Reinforcing the message that people should take time after drinking to be safe, this informative display reveals the approximate amount of time the body takes to process alcohol. Ideal for driver's education, health classes, or community education.

College - Adult



WHEEL OF MISFORTUNE

An excellent tool for starting discussions on drug abuse, this game includes questions about the identification and effects of various substances. Multiple-choice questions that call for value judgments are also included.

Grades 1-12



INTOXICLOCK

Helps you educate your audience about impairment and B.A.C. It illustrates how factors such as time, weight, gender and the number of drinks all play a role in a person's impairment level and blood alcohol content (BAC)

College - Adult

FATAL REACTION & DISTRACT-A-MATCH

The Fatal Reaction Unit provides a hands-on and engaging activity that dramatically demonstrates the dangers of distracted driving. The lesson begins when your participant tries to accomplish two simultaneous activities while wearing Fatal Reaction and using Distract-A-Match.

Grades 9 - Adult





FATAL VISION GOGGLES

Fatal Vision® is a specially designed and manufactured pair of goggles that simulate the visual impairment caused by alcohol or other drugs. The wearer experiences a loss of equilibrium, which is one of the effects of intoxication.

Grades 9 - Adult



DRUNK & DANGEROUS REMOTE CONTROL CAR

This colorful, radio-controlled, 11"-long car is perfect for classroom demonstrations. Participants can try to steer the car through an improvised driving course after setting up the included champagne glass pylons.

Grades 9 - Adult



S.U.M. I+ UP CUPS

Use this to demonstrate and educate *adults (21+ years old)* on the volume of one standard drink for popular alcohol beverages. The SUM-IT-CUP® (Standard Unit of Measure) is a new educational tool designed to show adults what measure of various types of popular beverages constitute a standard sized drink.

College - Adult



CONSEQUENCES OF DRUG ABUSE DISPLAY

This detailed display shows what can actually happen to the body when drugs are abused. Life-size, hand painted, 3-D models of the body's organs are graphic and accurate. Brief descriptions make this educational tool ideal for health fairs, clinics, and schools.

Grades 9 - Adult



MEDICINE CABINET OR CANDY BOX? DISPLAY

Created to look like a medicine cabinet, this 3-D display opens to reveal permanently sealed, look-alike medicine and candy. For use on a wall or table, the cabinet has a door that opens and closes, underscoring the idea that medicines should be kept in a closed cabinet away from children.

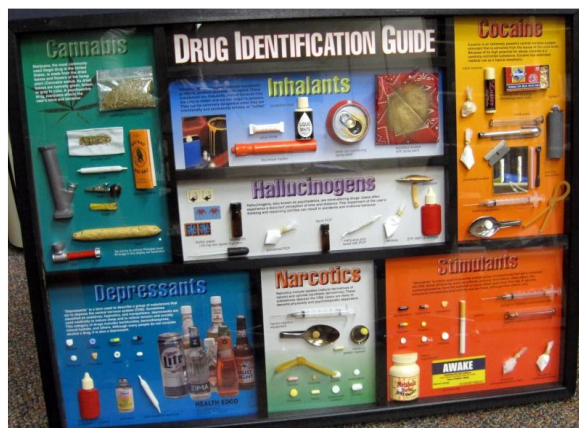
Grades PK - 8



FETAL ALCOHOL SYNDROME BABY

This non-electronic manikin is based on actual Fetal Alcohol Syndrome infants. It represents only some of alcohol's many devastating effects on a developing fetus, including small head circumference, narrow eye openings, flat midface, flat nose bridge and ear abnormalities. The accompanying handbook outlines the multitude of injuries from alcohol you can't see, such as brain damage, learning difficulties, behavioral problems and mental disabilities.

Grades 9 - Adult



DRUG IDENTIFICATION GUIDE

This large display uses realistic facsimiles to show today's most commonly abused drugs. 3-D models are enclosed behind Plexiglas. Stands on any tabletop for easy display.



EFFECTS & HAZARDS OF INHALANTS FOLDING DISPLAY

This graphic display stresses the danger of inhalants. Discusses how to recognize signs of inhalant abuse as well as its short- and long-term effects. Also explains how to get help for inhalant users.

Grades 5 -12



BINGE DRINKING FOLDING DISPLAY

Binge drinking is a major concern on high school and college campuses. This teen-focused folding display explains binge drinking and discusses the consequences that can affect a person's health, safety, and future. Also includes information on alcohol poisoning and its symptoms.

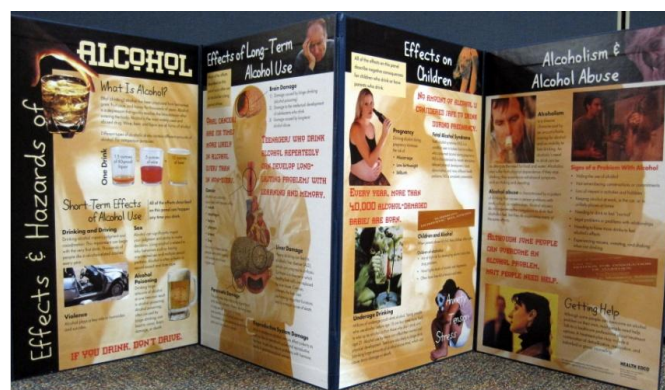
Grades 9 - College



DANGERS OF BINGE DRINKING FOLDING DISPLAY

This display informs students of the very real perils of binge drinking and alcohol poisoning. Shows dangers of extremely high blood alcohol concentrations (BAC), alcohol poisoning, stages of death through alcohol overdose and the top reasons to say no to alcohol. Depicts emergency procedures for individuals who are suffering from alcohol poisoning.

Grades 9 - College



EFFECTS AND HAZARDS OF ALCOHOL FOLDING DISPLAY

This folding display graphically depicts the effects alcohol has on the body. Describes damage to organs and body systems. Also provides information on alcohol-related health problems, fetal alcohol syndrome, and more.

Grades 9 -12